

About this Documentation

This documentation describes how to develop your own plug-ins. It is organized under the following headings:

•	What are Natural Studio Plug-ins?	General information on the plug-ins that can be developed in order to extend Natural Studio functionality.
•	Quick Start	Prerequisites for developing plug-ins. How to create a minimal plug-in. How to install and activate the minimal plug-in. How to extend the generated code of the minimal plug-in with your own code. How to deactivate and uninstall the minimal plug-in.
•	Plug-in Interfaces	How Natural Studio interacts with a plug-in.
•	Natural Studio Interfaces	How a plug-in interacts with Natural Studio.
•	Developing Plug-ins	How to use remote debugging with a plug-in and how to deploy a plug-in to another machine. Some hints on how to develop plug-ins in languages that allow creating ActiveX components.
•	Plug-in Example	How to use the plug-in example. Information on the library which contains the source code of the plug-in example.
•	Interface Reference	Descriptions of all interfaces (plug-in interfaces and Natural Studio interfaces) in alphabetical order.
•	DTDs	Because of their length the DTDs used in several Natural Studio interfaces are provided separately and are listed in this part.

See also *Plug-in Manager* in the documentation *Using Natural Studio*.